

Looking for a media that works?

Try Immersive Learning!

Educational media that works







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France Immersive Learning President

AKA Monsieur Métaversité AKA Inspector Gadget What is this????

Now you will forget the next 20 minutes

Remember how brilliant

Come back to M&L 2006 Bring friends and family

Results (raw)



Save the images as files and use the free Theta app to view in 360°

Results (edited)











Accue

Qui sommes-no

Ressources

Observatoire

Nous contacter

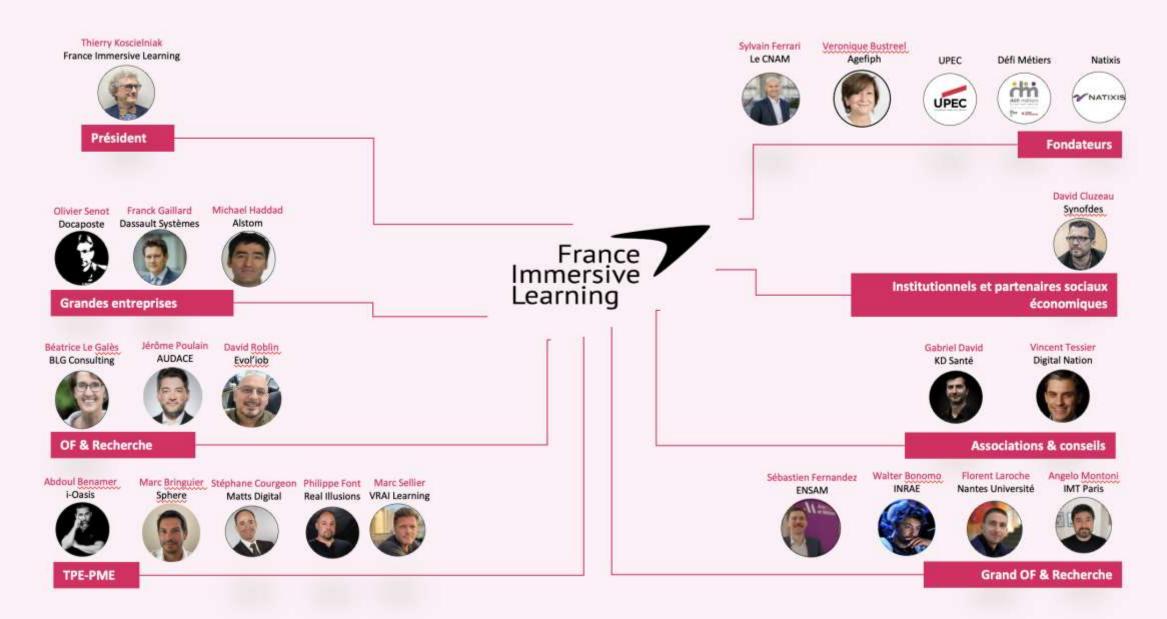
Précis Accessibilité

Buy the English guide





CONSEIL D'ADMINISTRATION - Mars 2025





France Immersive Learning

Plateforme collaborative pour les projets des adhérents de FIL Elle contient l'OUIL - Observatoire des usages de l'immersive learning et l'intranet de la vie de l'association

Vous êtes adhérente / adhérent de FIL, demandez l'ouverture d'un compte!

		Se connecter Demander	r un compte	
■ Toutes les enti	tés v	Q Que cherchez-vous ?		Rechercher
Catégories de projets	•		Tout voi	ir
Voir nos emplacements	1			

Arts Institute of Technology et Métiers

ENSAM – École nationale supérieure d'arts et métiers

Creation of the institute by the Duke of La Rochefoucault-Liancourt



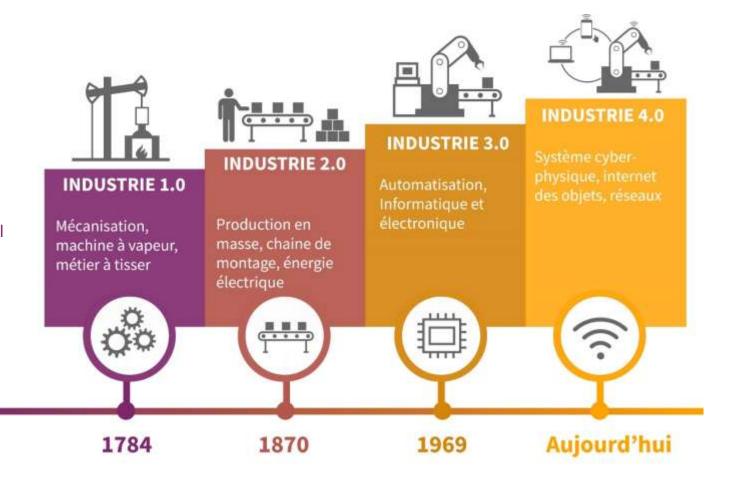
It is in the ideas of the Enlightenment that we must seek the origins of the institution, the movement that inspired the Duke of Liancourt, founder of ENSAM.

'Combining manual dexterity with intellectual knowledge' has always been our mission.

- ► Mobilising knowledge to meet a specific societal need
- Mobilising scientific knowledge to take action in the real world

For over two centuries, Arts et Métiers has contributed to scientific progress and supported every industrial revolution.

Faced with the fourth industrial revolution, Arts et Métiers is committed to innovation.





A UNIQUE INSTITUTION

9 CAMPUS 14 LOCATIONS





Towards a connected, sustainable and responsible factory school on every campus







Jumeaux d'enseignement numériques immersifs et interactifs Immersive and interactive digital twins for teaching









Are Immersive Tech ready to use?

Raise hand if yes

Do you have a headset at home?

Raise hand if yes

What is this????



Wahooo effect

Practical skills

Collaborative

Engaging

Why Immersive Learning?

Retention

Soft skills

Security

Transcendence

Singularity

Learning chemistry with 360° contents

https://r.cnam.fr/gpcnam









Cliquez pour continuer!





Learning softskills with 360° contents

Une formation impactante

pour prévenir les discriminations

The JENII project (JENII – ANR-21-DMES-0006), funded by the ANR (French National Research Agency) as part of the PIA4 DemoES call for projects, began on 2 November 2021 and run for four years.



This project, coordinated by Arts et Métiers Institute of Technology – ENSAM - École Nationale Supérieure d'Arts et Métiers, brings together CESI, CNAM and CEA.







linkedin.com/company/jenii



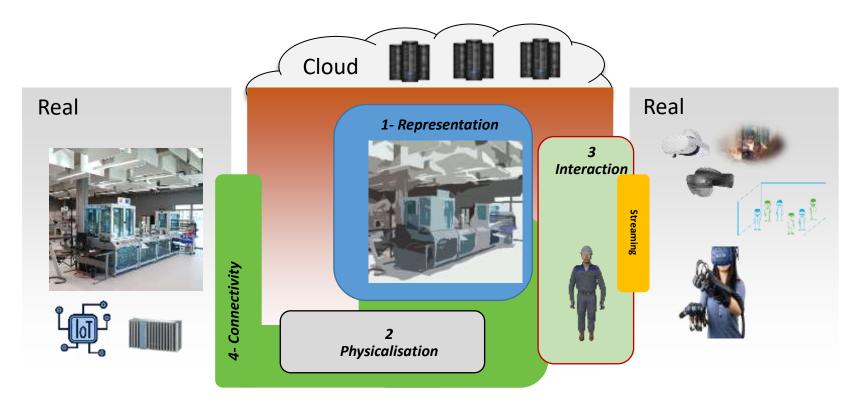


@jenii_ensam



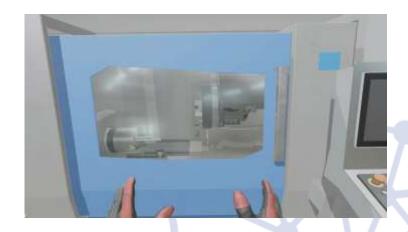
A digital twin makes it possible to virtually reproduce a physical object, process or complex system in a visually and physically realistic manner.

1. Representation / 2. Physicalisation / 3. Interaction / 4. Connectivity

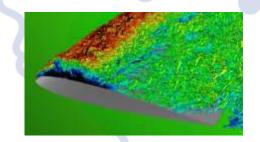


Educational issues:

Understanding a complex phenomenon
Discover a means of production
Manipulate a means of production
Configure a production means
Check if a product is compliant
Understanding the interest of a DT in the industry



Drilling machine - ENSAM



Air flow around an airplane wing - Cnam

Learning technical gestures, procedures, soft skills and concepts **Hybrid learning**

Deliverables

A toolkit including demonstrators:

A digital twin design platform

A digital twin distribution platform

An immersive virtual campus

Guides for creating educational scenarios

Examples of digital twins to test this toolkit



Educational white paper

https://doi.org/10.58156/reliam/2023/0016











The twins





Machining



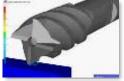






FMS Flexible Manufacturing System







Chemistry lab











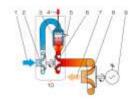
Electrical Car



Additive Manufacturing







Turbomachine



Light Aviation



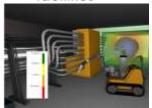
Construction and dismantling of nuclear facilities









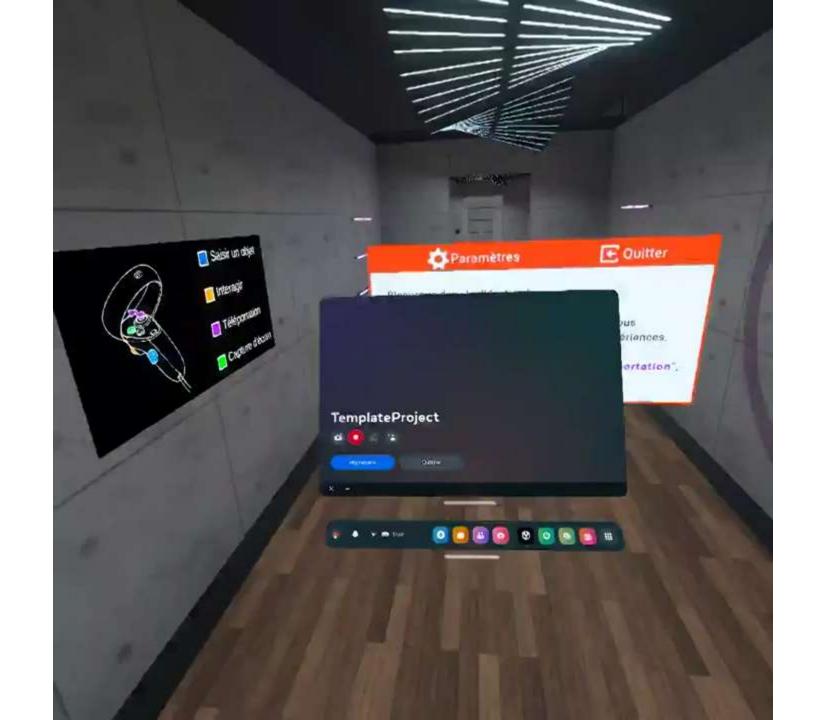


e cnam



present

Accessibility



Teaching and learning in a Metaverse

https://engagevr.io

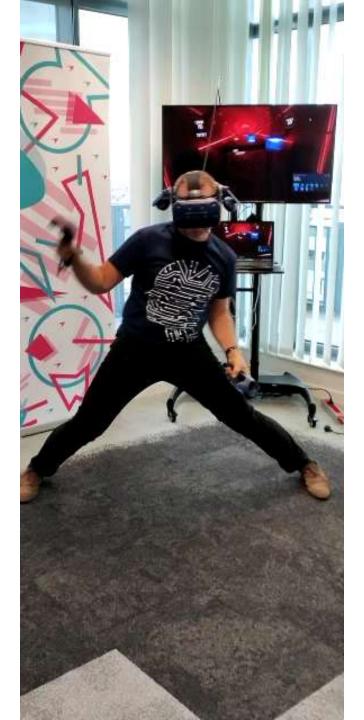
Augmented virtuality



Cardio training with Immersive Tech

Name of the game?

Beat Saber



SOLO













Goundtrack Vol. 2

OU ft. Kinnie Lane	2.51 126 A	
	2-33 128 A	
us, Split]	2-10 128	
	3.09 132 si	
ver ft. Frank Bentley	2.00 188 s	





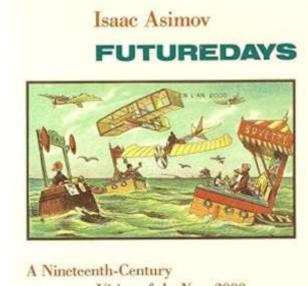


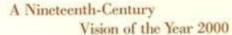
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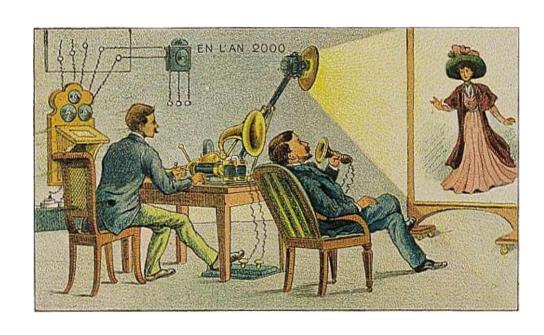


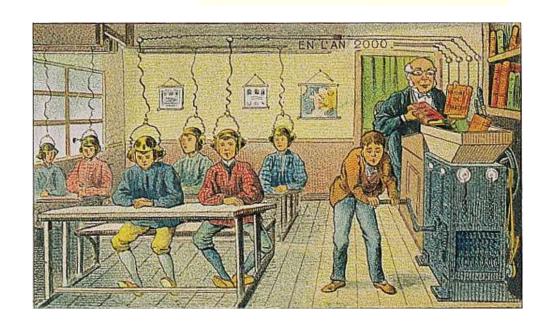


Another time? Paleo-futuring...

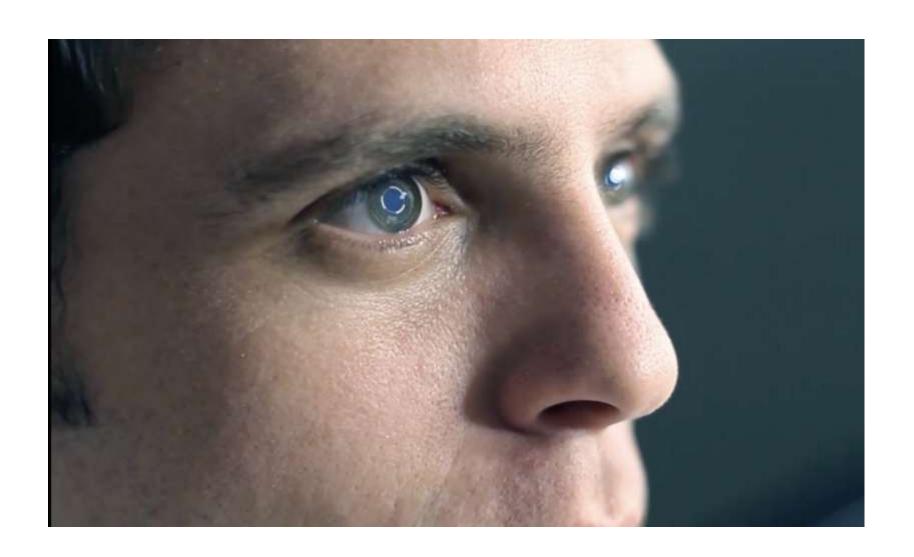








Watch this short movie – SIGHT (2012)



Augmented reality in the future





CONFERENCE LEUVEN 2025



Thank you



